

Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in this application.

1. (currently amended) An action figure game piece comprising:

a game figure character having a base, the character adapted for movement a distance over a surface;

and

~~means for~~ a distance measuring device disposed in the base for contacting the surface when the game figure character is disposed at the surface, the distance measuring device providing an indication of ~~indicating~~ the distance of movement of the character over the surface.

2. (currently amended) The game piece of claim 1, wherein the ~~indicating means~~ distance measuring device provides an audible indication of the distance.

3. (currently amended) The game piece of claim 1, wherein the ~~indicating means~~ distance measuring device provides a visual indication of the distance.

4. (currently amended) The game piece of claim 1, wherein the ~~indicating means~~ distance measuring device provides a visual and an audible indication of the distance.

5. (currently amended) The game piece of claim 1 including ~~means a~~ weapon for attacking another game piece.

6. (currently amended) The game piece of claim 5 wherein the ~~attacking means~~ weapon comprises [means for launching] a projectile launcher.

7. (currently amended) The game piece of claim 6, wherein the projectile ~~launching means~~ launcher is spring-loaded.

8. (currently amended) The game piece of claim 5 wherein the ~~attacking means~~ weapon comprises:

a spring having a fixed first end and a second end;

a striking portion attached to the spring second end; and

~~means for permitting rotation wherein movement~~ of the striking portion of the game piece in a first direction relative to the spring ~~to biases~~ the striking portion, such that the striking portion will ~~rotate~~ move in a second, opposite direction upon release.

9. (currently amended) The game piece of claim 1 wherein the distance indicating ~~means~~ device comprises:

an axle;

a wheel fixedly secured to the axle and adapted for rotary engagement with the surface, to rotate the axle upon movement of the game piece over the surface; and

~~means for~~ a device coupled to the axle indicating progressive rotation of the axle.

10. (currently amended) The game piece of claim 9 wherein the distance indicating ~~means~~ device provides an audible indication of the distance.

11. (currently amended) The game piece of claim 10, wherein the distance indicating ~~means~~ device comprises:

a gear fixedly secured to the axle and including a plurality of teeth;
and

a clicker having a first end secured to the base portion and a second end engaging the gear, such that rotation of the wheel as the game piece is moved over the surface rotates the gear teeth against the clicker second end, providing an audible clicking sound.

12. (previously presented) The game piece of claim 11, wherein the gear and the clicker are disposed in a chamber.

13. (currently amended) The game piece of claim 9 wherein the distance indicating ~~means~~ device provides a visual indication.

14. (currently amended) The game piece of claim 13 wherein the distance indicating ~~means~~ device comprises:

a pinion gear fixedly secured to the axle and including a plurality of teeth;

a circular rack engaging the pinion gear, wherein the circular rack includes a surface having circumferentially spaced indicia; and

a faceplate adjacent the rack surface, the faceplate having a visual aperture aligned with the indicia to sequentially display the indicia as the rack rotates.

15. (currently amended) The game piece of claim 1 including ~~means for~~ a display device alternatively displaying and shielding an indicium indicative of a special characteristic of the game piece.

16. (currently amended) The game piece of claim 15 wherein the ~~alternatively displaying and shielding means~~ display device comprises:

a faceplate having a visual aperture; ~~and~~

~~means for alternatively displaying and shielding the indicium through the aperture.~~

17. (currently amended) The game piece of claim 16 ~~wherein the means for alternatively displaying and shielding the indicium through the aperture comprises~~ including:

an axle;

a wheel fixedly secured to the axle and adapted for rotary engagement with the surface; to rotate the axle upon movement of the game piece over the surface;

a pinion gear fixedly secured to the axle and including a plurality of teeth; and

a circular rack engaging the pinion gear, wherein the circular rack includes a surface carrying the indicium and disposed adjacent the faceplate.

18. (currently amended) An action figure game piece comprising:
a game figure character and a base portion, the base portion adapted for movement a distance over a surface;
~~means~~ a distance measuring device disposed within the base portion and contacting the surface when the game figure character is disposed at the surface, the distance measuring device for audibly indicating providing an audible indication of the distance of movement over the surface; and

~~means~~ a weapon for attacking another game piece.

19. (currently amended) The game piece of claim 18 wherein the ~~audible indicating means~~ distance measuring device comprises:

an axle;

a wheel fixedly secured to the axle and adapted for rotary engagement with the surface; to rotate the axle upon movement of the game piece over the surface;

a pinion gear fixedly secured to the axle and including a plurality of teeth; and

a clicker having a first end secured to the base portion and a second end engaging the pinion gear, such that rotation of the wheel as the game piece is moved over the surface rotates the pinion gear teeth against the clicker second end, providing an audible clicking sound.

20. (currently amended) The game piece of claim 18 including ~~means for~~ a visual display device providing a visual indication of the distance of movement over the surface.

21. (currently amended) The game piece of claim 20 wherein the visual ~~indicating means~~ display device comprises:

a circular rack engaging the pinion gear, wherein the circular rack includes a first surface having circumferentially spaced first indicia; and

a first faceplate on the base portion adjacent the rack surface, the first faceplate having a first visual aperture radially aligned with the first indicia to sequentially display movement of the first indicia as the rack rotates.

22. (currently amended) The game piece of claim 18 wherein the ~~attacking means~~ weapon comprises ~~means for launching~~ a projectile launcher.

23. (currently amended) The game piece of claim 22, wherein the projectile ~~launching means~~ launcher is spring-loaded.

24. (currently amended) The game piece of claim 18 wherein the ~~attacking means~~ weapon comprises:

a spring having a fixed first end and a second end;

a striking portion attached to the spring second end; and

~~means for permitting rotation wherein movement~~ of the striking portion of the game piece in a first direction relative to the spring ~~to biases~~ the striking portion, such that the striking portion will ~~rotate~~ move in a second, opposite direction upon release.

25. (currently amended) The game piece of claim 18 including ~~means for~~ a display device alternatively displaying and shielding an indicium indicative of the presence or absence of a special characteristic of the game piece.

26. (currently amended) The game piece of claim 25 wherein the ~~alternatively displaying and shielding means~~ display device comprises:

a second indicium disposed on the rack surface; and

a second faceplate on the base portion adjacent the rack surface, the second faceplate having a visual aperture radially aligned with the second indicium to alternatively display the presence or absence of the second indicium.

27. (currently amended) A method of playing an action figure game on a surface, the method comprising:

providing for each player a plurality of game pieces, each game piece having an indicium indicating a point value, a ~~means for~~ distance indicating device indicating a distance the game piece has moved over the surface, and a ~~means~~ weapon for attacking an opponent player's game pieces;

selecting for each player a group of the game pieces having point values summing to a predetermined value; and

selecting a number of actions each player can take per player's turn, an action comprising either a move, comprising moving a game piece a distance up to the particular game piece's point value, or an attack, comprising actuation of the particular game piece's ~~attacking means~~ weapon, wherein the players alternate taking turns, selectively making a move or an attack, until the game is determined to have ended.

28. (previously presented) The method of claim 27 wherein a game piece is removed from the game if the game piece is determined to have been killed by an attack.

29. (currently amended) The method of claim 28 wherein at least one of each game piece in each of the plurality of game pieces includes ~~means~~ a reward indicator for randomly providing the player with a reward if that particular game piece is killed.

30. (previously presented) The method of claim 28 wherein a game piece is killed if the game piece is knocked over by an attack.

30. (previously presented) The method of claim 27, wherein the game ends upon completion of a predetermined time period.

31. (previously presented) The method of claim 28 wherein the game ends upon elimination of all of one of the players' game pieces.

32. (previously presented) The method of claim 27 wherein each player may take up to a predetermined number of actions per turn.

33. (previously presented) The method of claim 32 wherein the number of actions per turn is three.

34. (previously presented) The method of claim 33 wherein each player can take no more than two actions or moves per turn.

35. (previously presented) The method of claim 32 wherein any particular game piece can perform multiple actions per turn.

36. (currently amended) A method of playing an action figure game on a surface, the method comprising:

providing for each player a plurality of game pieces, each game piece having an indicium indicating a point value, a ~~means~~ distance measuring device for indicating a distance the game piece has moved over the surface, and a ~~means~~ weapon for attacking an opponent's game pieces, wherein each of the plurality of game pieces includes at least one game piece having a close-acting ~~attacking means~~ weapon and at least one game piece having a distance-acting ~~attacking means~~ weapon;

selecting for each player a group of the game pieces having point values summing to a predetermined value;

selecting a number of actions each player can take per player's turn, an action comprising either a move, comprising moving a game piece a distance up to the particular game piece's point value, or an attack, comprising actuation of the particular game piece's ~~attacking means~~ weapon; and

removing a game piece from the game if the game piece is determined to have been killed by an attack, wherein the players alternate taking turns, selectively making a move or an attack, until the game is determined to have ended.

37. (currently amended) The method of claim 36 wherein at least one of each game piece in each of the plurality of game pieces includes ~~means~~ a reward indicator for randomly providing the player with a reward if that particular game piece is killed.

38. (previously presented) The method of claim 36 wherein a game piece is killed if the game piece is knocked over by an attack.

39. (previously presented) The method of claim 36, wherein the game ends upon completion of a predetermined time period.

40. (previously presented) The method of claim 36 wherein the game ends upon elimination of all of one of the player's game pieces.

41. (previously presented) The method of claim 36 wherein each player may take up to a predetermined number of actions per turn.

42. (previously presented) The method of claim 41 wherein the number of actions per turn is three.

43. (previously presented) The method of claim 41 wherein each player can take no more than two actions or moves per turn.

44. (previously presented) The method of claim 36 wherein any particular game piece can perform multiple actions per turn.

45. (new) An action figure game piece comprising a base adapted to be received on a supporting surface, a character figure on the base and a distance measurement device on the base, the distance measurement device including a rotatable element mounted for engagement with the surface, the rotatable element rotating upon movement of the base along the surface to provide a measurement corresponding to distance moved on the surface.

46. (new) The action figure game piece of claim 45, wherein the rotatable element comprises a roller.

47. (new) The action figure game piece of claim 46, wherein the distance measurement device further comprises a visual indicator mechanically communicating with the roller for providing a visual indication corresponding to distance moved based on roller rotation.

48. (new) The action figure game piece of claim 46, wherein the distance measurement device further comprises a sound producing element driven by roller rotation for producing audible sound corresponding to distance moved.

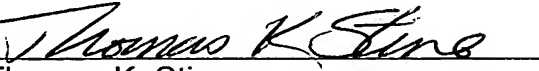
49. (new) The action figure game piece of claim 48, wherein the sound producing element comprising a clicker.

50. (new) The action figure game piece of claim 48, wherein the sound producing element produces a discrete audible sound each time the roller is rotated by a predetermined amount.

51. (new) . The action figure game piece of claim 45, wherein the character figure further comprising a weapon which is operative for attacking another game piece during game play.

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Respectfully submitted,

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